

WARLOCK: VESTIGE PATRON

Remnants of once-living beings, now trapped beyond life and death. The extradimensional spirits known as vestiges are all that remains of powerful forces and entities that once exercised great authority or demonstrated awful capabilities. The binder is one who, by knowledge of the proper seals and chants can gain access to those wisps of power locked beyond the material world. Though you call no-one master, a binder must manage the disparate demands of his disincorporate allies. Navigating the web of rivalries and alliances among the broken outsiders can be a dizzying challenge.

SOUL BINDING

Starting at 1st level, you gain the ability to strike a deal with a vestige by inscribing its seal. Immediately after a long rest you can use this ability to gain access to new skills and knowledge. Choose one proficiency (skill, tool, weapon, armor or shields) and one sorcerer or warlock spell of a level you can cast. You are considered

proficient in your choice and the spell is considered a warlock spell you know. You may only choose Proficiency with Heavy Armor if you are proficient with Medium Armor.

These benefits last until you make a new binding.

PRACTICED SEALCRAFT

Starting at 6th level your skill with binding lets you craft a seal more quickly and precisely. When you finish a short rest you can choose to release and bind a new vestige, choosing a new spell and proficiency as if you had just completed a long rest.

Once you use this feature, you can't use it again until you finish a long rest.

SOUL GUARDIAN

Beginning at 10th level the spirits you bind are more deeply entrenched in your soul. Whenever you bind a vestige you may chose one of the following benefits:

- Immunity to one of the following conditions: Frightened, Charmed or Poisoned
- Resistance to any one damage type. Damage from magical weapons ignores this resistance.

You retain this benefit for as long as you maintain the spell and proficiency from Soul Binding.

FORKED POSSESSION

Starting at 14th level you have learned to balance two spirits in harmony and bind two vestiges at the same time. When you use Soul Binding you may bind a second vestige (choosing an additional spell and proficiency per Soul Binding). Practiced Sealcraft will still only allow one vestige to be released and bound, leaving one spell and proficiency unchanged.

